

GUESS

WHO?

NAME :

ADMISSION NO. :

CLASS :

ROLL NO. :

SUBJECT : COMPUTER SCIENCE(PYTHON)

SCHOOL : DELHI PUBLIC SCHOOL SURAT

ACADEMIC YEAR : 2020-21



DELHI PUBLIC SCHOOL SURAT

Name of the Student : _____

Admission Number : _____

Board Roll Number : _____

Class & Section : _____

Subject : _____

Project Topic : _____

This is certified as the bonafide work of the student as per the CBSE internal assessment guidelines for the academic year 2020-21.

Teacher In-charge

Principal

External Examiner

School Seal

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ABOUT THE GAME:

Guess who is an arcade game wherein a human plays against the computer.

There are a set of 22 characters, each having some different and some similar characteristics to each other.

The computer selects a character at random and the user have to guess who the character was by analysing the hints given by the computer!

Isn't it exciting?!

EXTERNAL LIBRARIES USED IN THE CODE:

1.PYGAME :

- **TO INITIATE THE DISPLAY**
- **CREATE BUTTON**
- **INPUT TEXT**

PYGAME BUILT IN FUNCTIONS USED:

- **pygame.image.load()**
- **pygame.transform.scale()**
- **win.blit()**
- **pygame.MOUSEBUTTONDOWN()**
- **pygame.display.update()**
- **win.fill((COLOR CODE))**
- **pygame.mouse.get_pos()**
- **font.render**
- **pygame.Rect()**
- **FONT.render()**
- **rect.collidepoint()**
- **pygame.K_BACKSPACE**
- **pygame.draw.rect()**

2.TIME :

- **TO MAKE THE PROGRAM WAIT FOR A PARTICULAR AMOUNT OF TIME**

CODE:

```
import pygame, random,time
from pygame.locals import *

pygame.init()

#Defining characters charteristics
import mysql.connector as msqI
mydb=msqI.connect(
    host="localhost",
    user="root",
    database="guesswho",
    password="admin1234"
)
mycursor=mydb.cursor()

mycursor.execute("SHOW DATABASES")
for x in mycursor:
    print(x)

character_list=[["andy","large eyebrows","black hair",'male','brown eyeballs','black','big lips'],
['ashley','female','wears cap/hat','white','small lips','brown eyeballs','reddish-brown hair'],
["brandon","blonde hair","wears cap/hat",'male','white','without beard','small lips','brown eyeballs'],
['chris','male','wears cap/hat','white','small lips','brown eyeballs','without beard','small lips'],
['connor','male','moustache','black','small lips','brown eyeballs','brown hair'],
['daniel','male','wears cap/hat','black','small lips','large eyebrows'],
['david','male','bald','white','beard','large eyebrows','brown eyeballs','small lips'],
['emily','female','spectacles','white','white hair','small lips','blue eyeballs'],
['jake','male','moustache','white','blonde hair','brown eyeballs','small lips'],
['james','brown eyeballs','bald','male','small lips','beard','black']]
```

```

['jon','white hair','small lips','white','male','beard'],
['joseph','blue eyeballs','spectacles','reddish-brown hair','white','male','small lips'],
['justin','moustache','white','small lips','brown eyeballs','male'],
['kyle','blonde hair','big lips','blue eyeballs','white','male'],
['matt','white','male','small lips','white hair'],
['megan','blonde hair','female','blue eyeballs','small lips','white'],
['nick','spectacles','white','male','small lips','blue eyeballs','bald'],
['rachael','wears cap/hat','small lips','white','female','brown hair'],
['sarah','black','black hair','big lips','wears spectacles','female','brown eyeballs'],
['tyler','moustache','big lips','brown eyeballs','black hair','large eyebrows','white','male'],
['william','white','male','blonde hair','small lips','brown eyeballs'],
['zachary','large eyebrows','brown eyeballs','small lips','white','male','bald'],
]

```

```

win=pygame.display.set_mode((1300,900))
win.fill((255,255,255))

```

#All functions

```

class button():
    def __init__(self, color, x,y,width,height, text=""):
        global w
        w=width
        global h
        h=height
        self.color = color
        self.x = x
        self.y = y
        self.width = width
        self.height = height
        self.text = text

```

```

def draw(self,win,outline=None):
    #Call this method to draw the button on the screen
    if outline:
        pygame.draw.rect(win, outline, (self.x-2,self.y-2,self.width+4,self.height+4),0)
        #pygame.draw.rect(win, outline, (self.x,self.y,self.width,self.height),0)

    pygame.draw.rect(win, self.color, (self.x,self.y,self.width,self.height),0)

    if self.text != "":
        font = pygame.font.SysFont('comicsansms', 20)
        text = font.render(self.text, 1, (0,0,0))
        win.blit(text, (self.x + (self.width/2 - text.get_width()/2), self.y + (self.height/2 - text.get_height()/2)))

def isOver(self, pos):
    #Pos is the mouse position or a tuple of (x,y) coordinates
    if pos[0] > self.x and pos[0] < self.x + self.width:
        if pos[1] > self.y and pos[1] < self.y + self.height:
            return True

    return False

#Text box functions

import pygame

pygame.init()

COLOR_INACTIVE = pygame.Color('lightskyblue3')
COLOR_ACTIVE = pygame.Color('dodgerblue2')
FONT = pygame.font.Font(None, 38)

class InputBox:

    def __init__(self, x, y, w, h, text=""):
```

```

self.rect = pygame.Rect(x, y, w, h)
self.color = COLOR_INACTIVE
self.text = text
self.txt_surface = FONT.render(text, True, self.color)
self.active = False

def handle_event(self, event):
    if event.type == pygame.MOUSEBUTTONDOWN:
        # If the user clicked on the input_box rect.
        if self.rect.collidepoint(event.pos):
            # Toggle the active variable.
            self.active = not self.active
    else:
        self.active = False

    # Change the current color of the input box.
    self.color = COLOR_ACTIVE if self.active else COLOR_INACTIVE

    if event.type == pygame.KEYDOWN:
        if self.active:
            if event.key == pygame.K_RETURN:
                #print(self.text)
                global text_ans
                text_ans=self.text
                if(self.text!=""):
                    print(self.text)
                return

            self.text = ""

            #print (a)
            #pygame.quit()

        elif event.key == pygame.K_BACKSPACE:
            self.text = self.text[:-1]
        else:

```

```

        self.text += event.unicode

        # Re-render the text.

        self.txt_surface = FONT.render(self.text, True, self.color)

def update(self):
    # Resize the box if the text is too long.

    width = max(200, self.txt_surface.get_width()+10)

    self.rect.w = width

def draw(self, screen):
    # Blit the text.

    screen.blit(self.txt_surface, (self.rect.x+5, self.rect.y+5))

    # Blit the rect.

    pygame.draw.rect(screen, self.color, self.rect, 2)

def blackout(c_req,ans,character_list,size_list,t_x,t_y):

adnum=0

for i in character_list:

    if i[0]==ans:

        c_number=adnum

        break

    adnum+=1

if(c_req in character_list[c_number]):


for i in range(0,22):

    if(character_list[i][0]==ans):

        continue

    elif c_req not in character_list[i]:
```

```

namei=character_list[i][0]
#print("going")

for k in size_list:
    if ((k[0]==namei) and (k[0] not in check_list)) :
        check_list.append(k[0])
        wimage = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\WR.png')
        wimage = pygame.transform.scale(wimage, (80,70))

        win.blit(wimage, (k[1]+20,k[2]+30))
        pygame.display.update()

textwrite(c_req+' : YES',(0, 0, 128),30,t_x,t_y)

elif(c_req not in character_list[c_number]):
    #print("2")

for i in range(0,22):
    if(character_list[i][0]==ans):
        continue
    elif c_req in character_list[i]:
        namei=character_list[i][0]
        #print("going")

        for k in size_list:
            if ((k[0]==namei) and (k[0] not in check_list)) :
                check_list.append(k[0])
                wimage = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\WR.png')
                wimage = pygame.transform.scale(wimage, (80,70))

                #pygame.display.update()
                #print("This:",k[1],k[2])
                win.blit(wimage, (k[1]+20,k[2]+30))
                pygame.display.update()

textwrite(c_req+' : NO',(0, 0, 128),30,t_x,t_y)

```

```

input_box1 = InputBox(500, 400, 250, 40)

def textwrite(you_said,cl,f_size,x_co,y_co):
    font = pygame.font.Font('freesansbold.ttf', f_size)

    texti = font.render(you_said, True, cl)
    textRect = texti.get_rect()
    textRect.center = (x_co,y_co)
    win.blit(texti, textRect)

def up_score(n,s):
    cursor = mydb.cursor

    sql="""INSERT INTO gs VALUES(%s,%s)"""
    val=[(n,s)]

    mycursor.executemany(sql,val)
    mydb.commit()

    cursor = mydb.cursor(dictionary=True)
    mycursor.execute("SELECT * FROM GS")
    myresult=mycursor.fetchall()

    for X in myresult:
        print(X)

    return

def down_score():
    cursor = mydb.cursor

    cursor = mydb.cursor(dictionary=True)
    mycursor.execute("SELECT * FROM GS")

```

```
myresult=mycursor.fetchall()
```

```
cp=[]
```

```
cp_max5=[]
```

```
cpd=[]
```

```
cpr=[]
```

```
not_again=1
```

```
for X in myresult:
```

```
    print(X)
```

```
    d1=X[0]
```

```
    d2=X[1]
```

```
    cp.append(d1)
```

```
    d2=d2+not_again
```

```
    cpd.append(d2)
```

```
    cp_max5.append(d2)
```

```
cpr.append([d2,not_again])
```

```
not_again+=1
```

```
print(cpr)
```

```
cp_max5.sort()
```

```
cp_max5=cp_max5[::-1]
```

```
#cpr.sort()
```

```
print(cpr)
```

```
print(cpd)
```

```
print(cp_max5)
```

```
x1=250
```

```
x2=620
```

```
y1=375
```

```
y2=375
```

```
for i in range(0,5):
```

```
    g=cp_max5[i]
```

```
    for i in range(0,len(cpr)):
```

```
        if(cpr[i][0]==g):
```

```
            j=cpr[i][1]
```

```

break

print(g)

ind=cpd.index(g)

h=cp[ind]

g=g-j

textwrite(h,(0,0,0),20,x1,y1)

textwrite(str(g),(0,0,0),20,x2,y2)

y1+=65

y2+=65

pygame.display.update()

run=True

wimage = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\WR.png')

play_again=1

while run==True:

    #redrawWindow()

    #pygame.display.update()

    if(play_again==1):

        cursor = mydb.cursor(dictionary=True)

        mycursor.execute("SELECT * FROM GS")

        myresult=mycursor.fetchall()

        mydb.commit()

        sql_list=[]

        sql_list_score=[]

        for X in myresult:

            sql_list.append(X[0])

            sql_list_score.append(X[1])



name_list=[]

```

```

for i in character_list:
    name_list.append(i[0])

Not_needed_in_button=[['male','female'],['big lips','small lips'],['white','black']]

ans_no=random.randint(0,len(character_list)-1)

ans=character_list[ans_no][0]

Possible_Qlist=["black","blonde hair","male","female","large eyebrows","wears cap/hat",
'small lips','spectacles','blue eyeballs','moustache','bald','big lips','white']

up_Qlist=Possible_Qlist

print(ans)

score=0

text_ans=""

stpage=False

win.fill((255,255,255))

stp1 = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\BK.png')

stp1 = pygame.transform.scale(stp1, (1350,850))

win.blit(stp1, (0,0))

pygame.display.update()

#time.sleep(5)

stp1Button=button((0,255,0),1100,700,100,50,'Skip')

stp1Button.draw(win,(0,0,0))

pygame.display.update()

dis=True

while(dis==True):

    for event in pygame.event.get():

        pos=pygame.mouse.get_pos()

        if 1100+100 > pos[0] > 1100 and 700+50 > pos[1] > 700:

            if event.type==pygame.MOUSEBUTTONDOWN:

                dis=False

                stpage=True

                break

```

```

win.fill((255,255,0))

stp = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\HWT.png')
stp = pygame.transform.scale(stp, (900,600))

win.blit(stp, (150,100))

stpButton=button((0,255,0),1100,700,100,50,'Skip')

stpButton.draw(win,(0,0,0))
pygame.display.update()

while(stpage==True):
    for event in pygame.event.get():

        pos=pygame.mouse.get_pos()

        if 1100+100 > pos[0] > 1100 and 700+50 > pos[1] > 700:

            if event.type==pygame.MOUSEBUTTONDOWN:

                done=False

                stpage=False

                break

while not done:
    for event in pygame.event.get():

        input_box1.handle_event(event)

    win.fill((255,255,51))

    textwrite("Hey,Enter a Username", (0, 0, 128), 40, 600, 200)

    input_box1.draw(win)

    pygame.display.flip()

    if(text_ans==""):
```

```

done=False

else:
    username_sql=text_ans
    pygame.display.update()
    break

sql_ask=0
sql_sc=0
if(username_sql in sql_list):
    sql_ask=1
    keep=sql_list.index(username_sql)
    sql_sc=sql_list_score[keep]
    cursor = mydb.cursor(dictionary=True)
    sql="""delete from gs where Username='%s'"""%(username_sql)
    mycursor.execute(sql)
    mydb.commit()
    win.fill((59,236,177))
    textwrite("Welcome Back !!",(0,0,0),70,450,400)
    pygame.display.update()
    time.sleep(4)

else:
    win.fill((59,236,177))
    textwrite("Welcome New user!!",(0,0,0),70,450,400)
    pygame.display.update()
    time.sleep(4)

win.fill((156,102,31))
textwrite("Example: ",(0,0,0),30,950,100)
example_image = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\Pics\c_nick.jpg')
example_image = pygame.transform.scale(example_image, (120,140))
win.blit(example_image, (880,200))
textwrite(">Bald",(0,0,0),20,1070,210)
textwrite(">Wears spectacles",(0,0,0),20,1135,240)

```

```

textwrite(">Blue eyeballs",(0,0,0),20,1115,270)
textwrite(">Small lips", (0,0,0),20,1100,300)

textwrite("ALL THE BEST!!", (0,0,0),60,300,300)
greenButton=button((0,255,0),1100,680,100,50,'Start')

greenButton.draw(win,(0,0,0))
pygame.display.update()

play_again=0
print("Out")

for event in pygame.event.get():
    pos=pygame.mouse.get_pos()

    if 1100+w > pos[0] > 1100 and 680+h > pos[1] > 680 and play_again==0:
        if event.type==pygame.MOUSEBUTTONDOWN:
            print("Clicked the button")
            #win.fill((156,102,31))

            blackout_list=[]

            life=3

            print(ans)

            fun=""

            crip=0

            y=0

            to_sc1=0

            size_list=[]

            check_list=[] #for function so no character gets wrong sign 2 times

            to_sc1=1

            xc=50

            yc=50

            win.fill((156,102,31))

            for i in character_list:

```

```

if(xc>900):
    xc=50
    yc+=200
    carImg = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\Pics\c_'+i[0]+'.jpg')
    carImg = pygame.transform.scale(carImg, (120,140))
    pik=[i[0],xc,yc]
    size_list.append(pik)

    win.blit(carImg, (xc,yc))
    xc+=150

k=[]
#Working
nlist=Possible_Qlist
pygame.display.update()

# Not_needed_in_button=[['male','female'],['big lips','small lips'],['white','black']]
textwrite("Does he/she (HAVE/IS)",(0, 0, 128),20,1100,50)
Not_needed_in_button_recover=[]
print("C")
if(to_sc1==1):
    print("Ci")
    currentlength_list=len(nlist)-1
    a1=random.randint(0,currentlength_list)
    question_a1=nlist[a1]
    k.append(nlist[a1])
    nlist.remove(nlist[a1])
    QButton=button((0,255,0),1100,100,140,50,question_a1)
    QButton.draw(win,(0,0,0))

for i in Not_needed_in_button:
    if (question_a1==i[0]):
        print(i[1])

```

```

nlist.remove(i[1])
Not_needed_in_button_recover.append(i[1])
elif(question_a1==i[1]):
    print(i[0])
    nlist.remove(i[0])
    Not_needed_in_button_recover.append(i[0])
currentlength_list=len(nlist)-1
a2=random.randint(0,currentlength_list)
question_a2=nlist[a2]
k.append(nlist[a2])
nlist.remove(nlist[a2])
QButton=button((0,255,0),1100,200,140,50,question_a2)
QButton.draw(win,(0,0,0))
for i in Not_needed_in_button:
    if (question_a2==i[0]):
        print(i[1])
        nlist.remove(i[1])
        Not_needed_in_button_recover.append(i[1])
    elif(question_a2==i[1]):
        print(i[0])
        nlist.remove(i[0])
        Not_needed_in_button_recover.append(i[0])
currentlength_list=len(nlist)-1
a3=random.randint(0,currentlength_list)
question_a3=nlist[a3]
k.append(nlist[a3])
nlist.remove(nlist[a3])
QButton=button((0,255,0),1100,300,140,50,question_a3)
QButton.draw(win,(0,0,0))
for i in Not_needed_in_button:
    if (question_a3==i[0]):
        print(i[1])
        nlist.remove(i[1])

```

```

Not_needed_in_button_recover.append(i[1])

elif(question_a3==i[1]):

    print(i[0])

    nlist.remove(i[0])

    Not_needed_in_button_recover.append(i[0])

    prun=True

    print("Cthr")

    print(k)

    pygame.display.update()

nor=[]

nor=k

while prun==True:

    for event in pygame.event.get():

        posi=pygame.mouse.get_pos()

        if 1100+100 > posi[0] > 1100 and 100+50 > posi[1] > 100:

            if event.type==pygame.MOUSEBUTTONDOWN:

                us_ans=0

                prun=False

#pos=pygame.mouse.get_pos()

elif 1100+200 > posi[0] > 1100 and 200+50 > posi[1] > 200:

    if event.type==pygame.MOUSEBUTTONDOWN:

        us_ans=1

        prun=False

```

```

elif 1100+300 > posi[0] > 1100 and 300+50 > posi[1] > 300:

    if event.type==pygame.MOUSEBUTTONDOWN:

        us_ans=2

        prun=False

    print(nlist)

#nlist=["black","blonde hair","male","female","large eyebrows","wears cap/hat",
# 'small lips','spectacles','blue eyeballs','moustache','bald','big lips']

print(nlist)

#nlist.remove()

fun=nor[us_ans]

print(fun)

for i in Not_needed_in_button:

    if((fun in k)):

        print("i")

        k.remove(fun)

if((i[0] in k) and i[0]!=fun):

    print("i")

    nlist.append(i[0])

    nlist.append(i[1])

    k.remove(i[0])

if((i[1] in k) and i[1]!=fun):

    print("i")

    nlist.append(i[0])

```

```

nlist.append(i[1])
k.remove(i[1])

for i in k:
    nlist.append(i)
    k.remove(i)

c_req=fun
print(nlist)
print("DOing..")
temp_list=nlist
blackout(c_req,ans,character_list,size_list,1100,370)

print("DOne")
# Second time

Not_needed_in_button_recover=[]

Not_needed_in_button=[['male','female'],['big lips','small lips'],['white','black']]

pin=[]
for i in nlist:
    pin.append(i)

#print(nlist)
print(temp_list)
#temp_list=nlist
k=[]
nor=[]
pygame.display.update()
currentlength_list=len(temp_list)-1

```

```

a1=random.randint(0,currentlength_list)

question_a1=temp_list[a1]

k.append(temp_list[a1])

temp_list.remove(temp_list[a1])

QButton=button((0,255,0),1100,100,150,50,question_a1)

QButton.draw(win,(0,0,0))

print(temp_list)

for i in Not_needed_in_button:

    if (question_a1==i[0]):

        print(i[1])

        temp_list.remove(i[1])

        Not_needed_in_button_recover.append(i[1])

    elif(question_a1==i[1]):

        print(i[0])

        temp_list.remove(i[0])

        Not_needed_in_button_recover.append(i[0])


currentlength_list=len(temp_list)-1

a2=random.randint(0,currentlength_list)

question_a2=temp_list[a2]

k.append(temp_list[a2])

temp_list.remove(temp_list[a2])

QButton=button((0,255,0),1100,200,150,50,question_a2)

QButton.draw(win,(0,0,0))

print(temp_list)

for i in Not_needed_in_button:

    if (question_a2==i[0]):

        print(i[1])

        temp_list.remove(i[1])

        Not_needed_in_button_recover.append(i[1])

    elif(question_a2==i[1]):

        print(i[0])

        temp_list.remove(i[0])

```

```

Not_needed_in_button_recover.append(i[0])

currentlength_list=len(temp_list)-1
a3=random.randint(0,currentlength_list)
question_a3=temp_list[a3]
k.append(temp_list[a3])
temp_list.remove(temp_list[a3])
QButton=button((0,255,0),1100,300,150,50,question_a3)
QButton.draw(win,(0,0,0))
pygame.display.update()
print(temp_list)

for i in Not_needed_in_button:
    if (question_a3==i[0]):
        print(i[1])
        temp_list.remove(i[1])
        Not_needed_in_button_recover.append(i[1])
    elif(question_a3==i[1]):
        print(i[0])
        temp_list.remove(i[0])
        Not_needed_in_button_recover.append(i[0])
prun=True
nor=k

while prun==True:
    #print("Cthrough")
    for event in pygame.event.get():
        pygame.display.update()

        posi=pygame.mouse.get_pos()
        #if event.type==pygame.MOUSEBUTTONDOWN:

        if 1100+100 > posi[0] > 1100 and 100+50 > posi[1] > 100:

```

```

if event.type==pygame.MOUSEBUTTONDOWN:
    us_ans2=0
    prun=False

    #pos=pygame.mouse.get_pos()

    elif 1100+200 > posi[0] > 1100 and 200+50 > posi[1] > 200:

        if event.type==pygame.MOUSEBUTTONDOWN:
            us_ans2=1
            prun=False

            #pos=pygame.mouse.get_pos()

            elif 1100+300 > posi[0] > 1100 and 300+50 > posi[1] > 300:

                if event.type==pygame.MOUSEBUTTONDOWN:
                    us_ans2=2
                    prun=False

print(k)
#temp_list=nlist
print(temp_list)
print(pin)
funz=nor[us_ans2]
print(funz)
for i in Not_needed_in_button:
    if((funz in k)):

        k.remove(funz)

    if((i[0] in k) and i[0]!=funz):

        temp_list.append(i[0])
        temp_list.append(i[1])

```

```

k.remove(i[0])

if((i[1] in k) and i[1]!=fun):
    temp_list.append(i[0])
    temp_list.append(i[1])
    k.remove(i[1])

for i in k:
    print("Yes")
    temp_list.append(i)
    k.remove(i)

c_req=fun
#print(pin)
print("DOing..")
blackout(c_req,ans,character_list,size_list,1100,410)
print("DOne")
print(temp_list)

# Third Time
Not_needed_in_button=[['male','female'],['big lips','small lips'],['white','black']]
pin1=[]
for i in pin:
    pin1.append(i)

Not_needed_in_button_recover=[]

k=[]
nor=[]
pygame.display.update()
currentlength_list=len(temp_list)-1
a1=random.randint(0,currentlength_list)
question_a1=temp_list[a1]

```

```

k.append(temp_list[a1])
temp_list.remove(temp_list[a1])
QButton=button((0,255,0),1100,100,150,50,question_a1)
QButton.draw(win,(0,0,0))
print(temp_list)
for i in Not_needed_in_button:
    if (question_a1==i[0]):
        print(i[1])
        temp_list.remove(i[1])
        Not_needed_in_button_recover.append(i[1])
    elif(question_a1==i[1]):
        print(i[0])
        temp_list.remove(i[0])
        Not_needed_in_button_recover.append(i[0])

currentlength_list=len(temp_list)-1
a2=random.randint(0,currentlength_list)
question_a2=temp_list[a2]
k.append(temp_list[a2])
temp_list.remove(temp_list[a2])
QButton=button((0,255,0),1100,200,150,50,question_a2)
QButton.draw(win,(0,0,0))
print(temp_list)
for i in Not_needed_in_button:
    if (question_a2==i[0]):
        print(i[1])
        temp_list.remove(i[1])
        Not_needed_in_button_recover.append(i[1])
    elif(question_a2==i[1]):
        print(i[0])
        temp_list.remove(i[0])
        Not_needed_in_button_recover.append(i[0])

```

```

currentlength_list=len(temp_list)-1

a3=random.randint(0,currentlength_list)

question_a3=temp_list[a3]

k.append(temp_list[a3])

temp_list.remove(temp_list[a3])

QButton=button((0,255,0),1100,300,150,50,question_a3)

QButton.draw(win,(0,0,0))

print(temp_list)

for i in Not_needed_in_button:

    if (question_a3==i[0]):

        print(i[1])

        temp_list.remove(i[1])

        Not_needed_in_button_recover.append(i[1])

    elif(question_a3==i[1]):

        print(i[0])

        temp_list.remove(i[0])

        Not_needed_in_button_recover.append(i[0])


pygame.display.update()

prun=True

nor=k


while prun==True:

    #print("Cthrough")

    pygame.display.update()

    for event in pygame.event.get():

        posi=pygame.mouse.get_pos()

        #if event.type==pygame.MOUSEBUTTONDOWN:

        if 1100+100 > posi[0] > 1100 and 100+50 > posi[1] > 100:

        if event.type==pygame.MOUSEBUTTONDOWN:

            us_ans3=0

```

```

prun=False

#pos=pygame.mouse.get_pos()

elif 1100+200 > posi[0] > 1100 and 200+50 > posi[1] > 200:

    if event.type==pygame.MOUSEBUTTONDOWN:

        us_ans3=1

        prun=False

        #pos=pygame.mouse.get_pos()

        elif 1100+300 > posi[0] > 1100 and 300+50 > posi[1] > 300:

            if event.type==pygame.MOUSEBUTTONDOWN:

                us_ans3=2

                prun=False

print(k)

#temp_list=nlist

print(temp_list)

print(pin1)

funz=nor[us_ans3]

print(funz)

for i in Not_needed_in_button:

    if((funz in k)):

        if((i[0]==funz or i[1]==funz)):

            k.remove(funz)

    if((i[0] in k) and i[0]!=funz):

        temp_list.append(i[0])

        temp_list.remove(i[0])

    if((i[1] in k) and i[1]!=funz):

```

```

temp_list.append(i[0])
temp_list.append(i[1])
k.remove(i[1])
print(k)
for i in k:

    print("Yes")
    temp_list.append(i)
    k.remove(i)

c_req=funz

print("DOing.. ")
blackout(c_req,ans,character_list,size_list,1100,450)
print("DOne")

# Now making a guess
guessButton=button((0,255,0),1100,570,100,50,'Guess')
guessButton.draw(win,(0,0,0))
pygame.display.update()

print(check_list)
if(sql_ask==1):
    print("jaks")
    score=sql_sc
else:
    score=0

again=False
#check_list.remove(ans)
defender=22-len(check_list)

```

```

if(defender!=1):

    while again==False:

        for event in pygame.event.get():

            pos=pygame.mouse.get_pos()

            if 1100+100 > pos[0] > 1100 and 570+50 > pos[1] > 570:

                if event.type==pygame.MOUSEBUTTONDOWN:

                    print("Clicked the button")



                    print("Time to guess")

                    remaining_c=21-len(check_list)

                    alt=remaining_c



win.fill((255,255,255))

print(check_list)

#king=False

if(alt==0):

    time.sleep(4)

    win.fill((255,255,255))

    score+=100

    want="Score: "+str(score)

    print("You Win")

    sButton=button((255,0,0),1050,100,200,50,want)

    sButton.draw(win,(0,0,0))

    up_score(username_sql,score)



#pygame.display.update()

leader_board = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\LB1.png')

leader_board = pygame.transform.scale(leader_board, (900,700))

win.blit(leader_board, (50,50))

textwrite("You Won", (0, 0, 128), 30, 1150, 60)

```

```

pygame.display.update()

down_score()

print("Gaya")

time.sleep(7)

again=True

king=True

print("You Win")

#break

else:

    king=False

while king==False:

    for i in range(0,alt):

        input_box2 = InputBox(1050, 400, 200, 40)

        stay=0

        text_ans=""

        done=False

        while done==False:

            for event in pygame.event.get():

                input_box2.handle_event(event)

                win.fill((0,255,0))

                textwrite("Your Guess:(in lowercase)",(0, 0, 0),20,1060,350)

                #stay+=1

                input_box2.draw(win)

                pygame.display.update()

                if(text_ans!=""):


```

```

done=True

else:

    nameis=text_ans

    #print("going")

    for k in size_list:

        if ((k[0]==nameis) and (k[0] not in check_list)) :

            check_list.append(k[0])

            wimage = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\WR.png')

            wimage = pygame.transform.scale(wimage, (80,70))

            win.blit(wimage, (k[1]+20,k[2]+30))

            xc=50

            yc=50

            for i in character_list:

                if(xc>900):

                    xc=50

                    yc+=200

                    carImg = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\Pics\c_'+i[0]+'.jpg')

                    carImg = pygame.transform.scale(carImg, (120,140))

                    win.blit(carImg, (xc,yc))

                    xc+=150

            for k in size_list:

                if(k[0] in check_list):

                    wimage = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\WR.png')

                    wimage = pygame.transform.scale(wimage, (80,70))

                    win.blit(wimage, (k[1]+20,k[2]+30))

                    if(nameis not in name_list):

                        print("Fooled")

```

```

#done=True

#time.sleep(2)

pygame.display.update()

if(nameis==ans):

    score+=100

    want="Score: "+str(score)

    print("You Win")

    sButton=button((255,0,0),1050,100,200,50,want)

    sButton.draw(win,(0,0,0))

    up_score(username_sql,score)

    pygame.display.update()

    time.sleep(4)

    win.fill((255,255,255))

    #pygame.display.update()

    leader_board = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\LB1.png')

    leader_board = pygame.transform.scale(leader_board, (900,700))

    win.blit(leader_board, (50,50))

    textwrite("You Won", (0, 0, 128),30,1150,60)

    down_score()

    pygame.display.update()

    print("Gaya")

    time.sleep(7)

    print("KK")

    king=True

    again=True

    break

else:

```

```

score-=20

want="Score: "+str(score)

print(want)

sButton=button((255,0,0),1050,100,200,50,want)

sButton.draw(win,(0,0,0))

textwrite("Wrong Guess!",(0, 0, 0),30,1100,600)

pygame.display.update()

print("yes")

time.sleep(4)

else:

    up_score(username_sql,score)

    win.fill((255,255,255))

leader_board = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\LB1.png')

leader_board = pygame.transform.scale(leader_board, (900,700))

print("Gaya")

win.blit(leader_board, (50,50))

textwrite("Sorry,You lose!!",(0, 0, 128),30,1150,60)

down_score()

pygame.display.update()

time.sleep(8)

king=True

again=True

else:

    up_score(username_sql,100)

    win.fill((255,255,255))

    pygame.display.update()

    #pygame.display.update()

leader_board = pygame.image.load(r'C:\Users\ADMIN\Desktop\Guess who\LB1.png')

leader_board = pygame.transform.scale(leader_board, (900,700))

```

```

win.blit(leader_board, (50,50))

textwrite("You Won", (0, 0, 128), 30, 1150, 60)

pygame.display.update()

down_score()

print("Gaya")

time.sleep(7)

#funct algorithm

pygame.display.update()

win.fill((255,255,255))

textwrite("DO YOU WANT TO SAVE THE USERNAME?", (0, 0, 128), 30, 550, 400)

fButton=button((255,0,0),1050,100,200,50,"Yes")

fButton.draw(win,(0,0,0))

fButton=button((255,0,0),1050,400,200,50,"No")

fButton.draw(win,(0,0,0))

pygame.display.update()

pri=True

while pri==True:

    print("inw")

    pygame.display.update()

    for event in pygame.event.get():

        pos=pygame.mouse.get_pos()

        if 1050+200 > pos[0] > 1050 and 100+50 > pos[1] > 100:

            if event.type==pygame.MOUSEBUTTONDOWN:

                bon=1

                pri=False

            elif 1050+200 > pos[0] > 1050 and 400+50 > pos[1] > 400:

                if event.type==pygame.MOUSEBUTTONDOWN:

                    bon=0

                    pri=False

```

```

else:
    if(bon==1):
        d=1
    elif(bon==0):
        cursor = mydb.cursor()
        sql="""delete from gs where Username='%s'"""%(username_sql)
        mycursor.execute(sql)
        mydb.commit()
        #prik=True
        pygame.display.update()
        win.fill((255,255,255))
        textwrite("DO YOU WANT TO CONTINUE?",(0, 0, 128),30,550,400)
        fButton=button((255,0,0),1050,100,200,50,"Yes")
        fButton.draw(win,(0,0,0))
        fButton=button((255,0,0),1050,400,200,50,"No")
        fButton.draw(win,(0,0,0))
        pygame.display.update()
        #prik=True
        prik=True
        while prik==True:
            print("inw")
            pygame.display.update()
            for event in pygame.event.get():
                pos=pygame.mouse.get_pos()
                if 1050+200 > pos[0] > 1050 and 100+50 > pos[1] > 100:
                    if event.type==pygame.MOUSEBUTTONDOWN:
                        bond=1
                        prik=False
                elif 1050+200 > pos[0] > 1050 and 400+50 > pos[1] > 400:
                    if event.type==pygame.MOUSEBUTTONDOWN:
                        bond=0

```

```
prik=False

else:
    if(bond==1):
        play_again=1

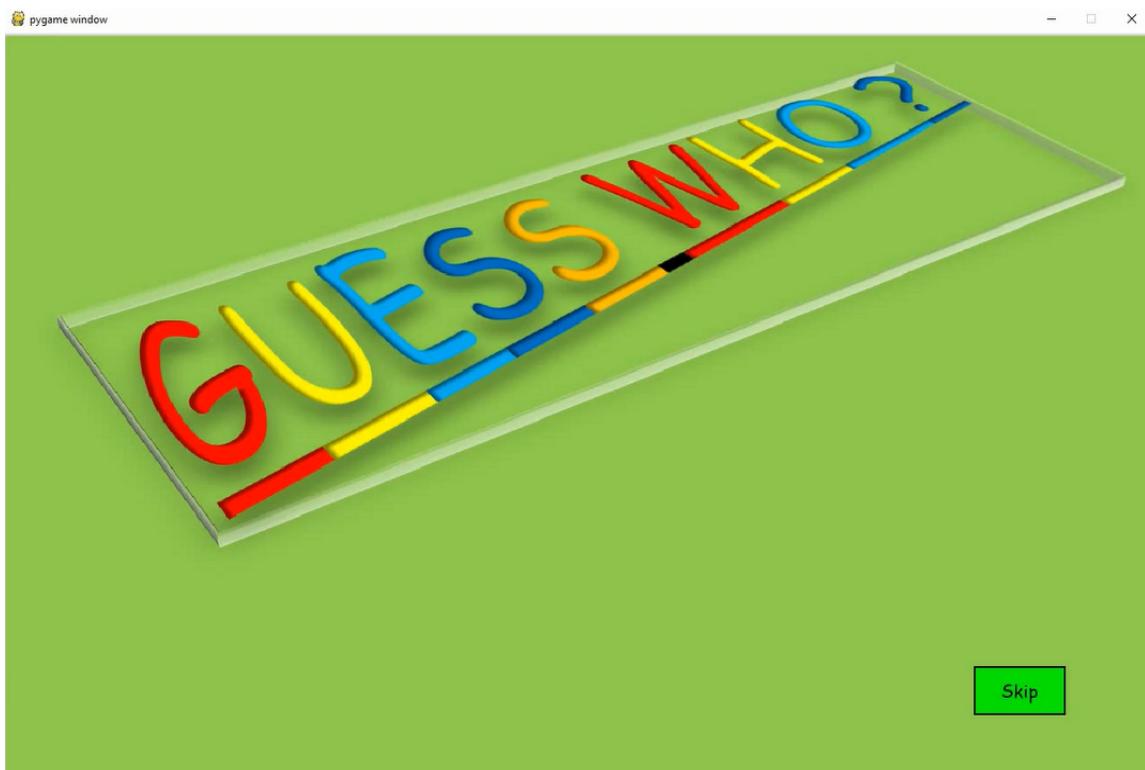
    pygame.display.update()
    time.sleep(1)
    run=True

    elif(bond==0):
        print("Bye")
        pygame.quit()
        quit()

    print("abhi")

pygame.display.update()
```

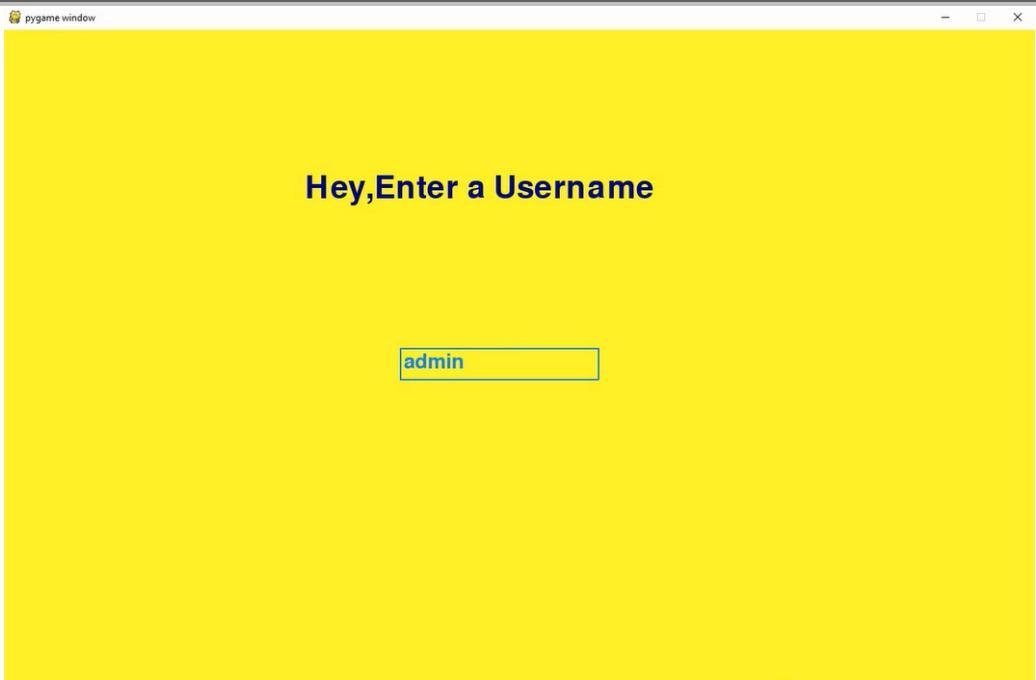
OUTPUT



The starting cover page which displays the name of the game. Click 'Skip'.

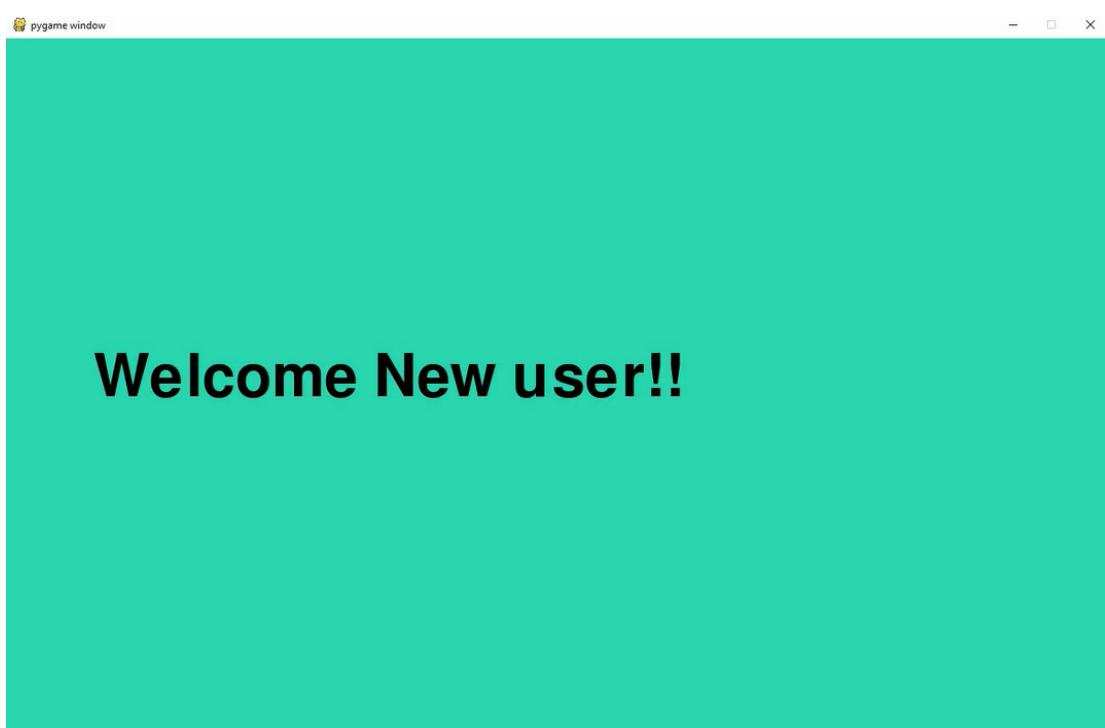


"How to Play" page. Click 'Skip'.



Write your username and press 'Enter'.

If new username,

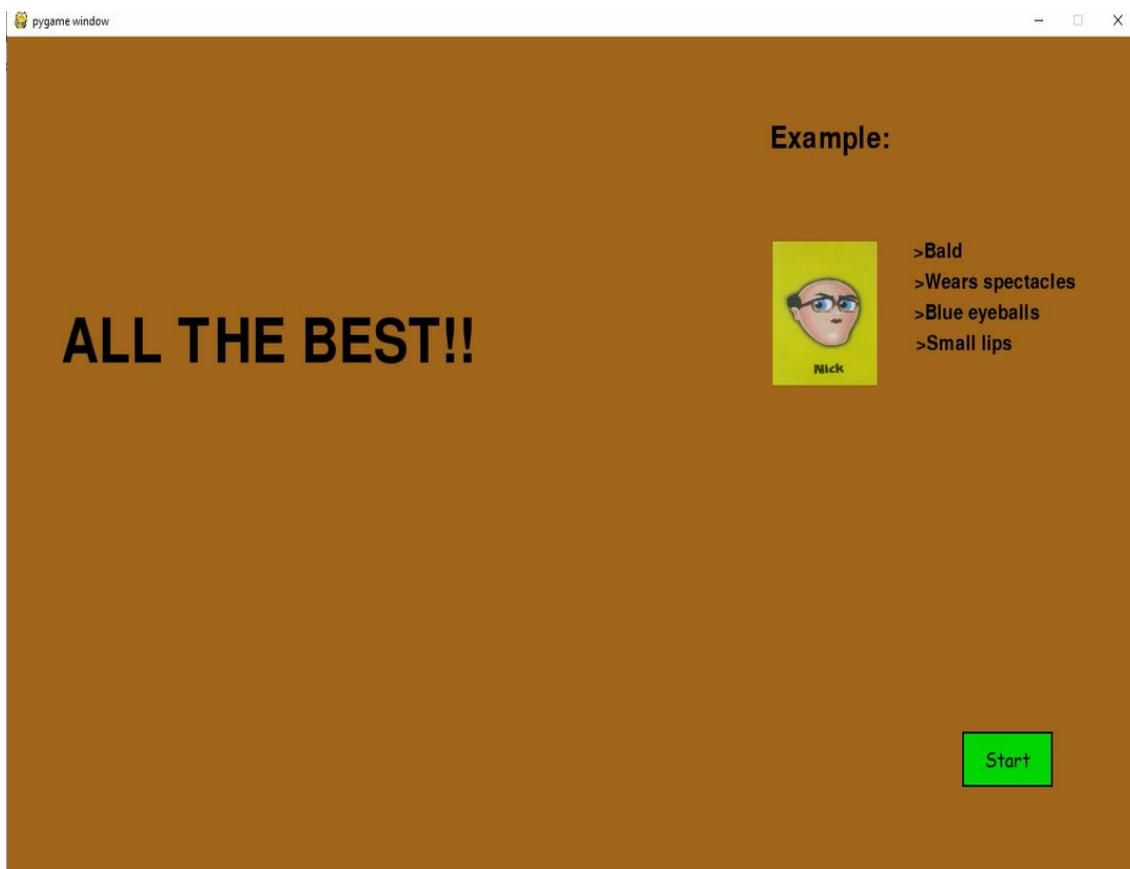


If username already registered,

Welcome Back !!

After few seconds,

Page giving a example of the game and greeting the player. Press 'Start'



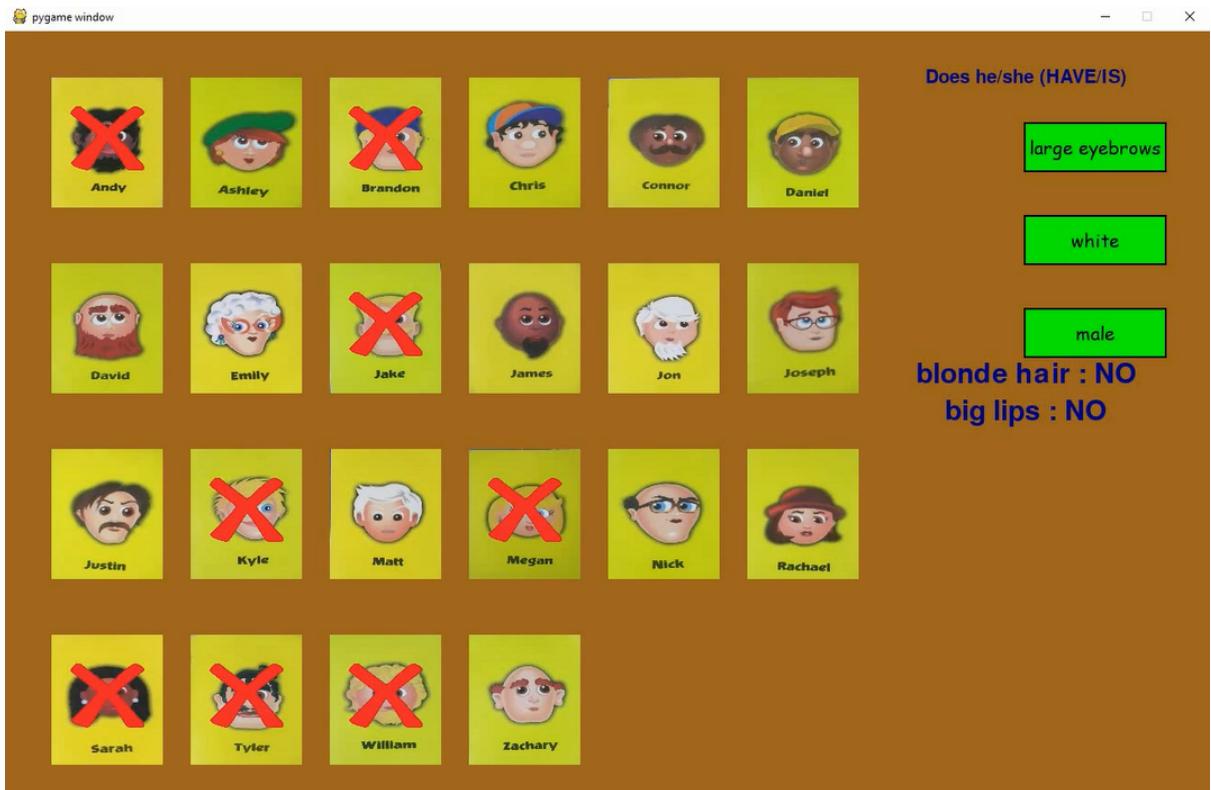
The main interface of the game. You can press any one of the three green buttons.



Option 1: Selected the 'blonde hair' option and it says that the character it has chosen doesn't have blonde hair, so automatically all the characters with blonde hair are crossed.



Option 2: Now, selected the 'big lips' option and it says no.



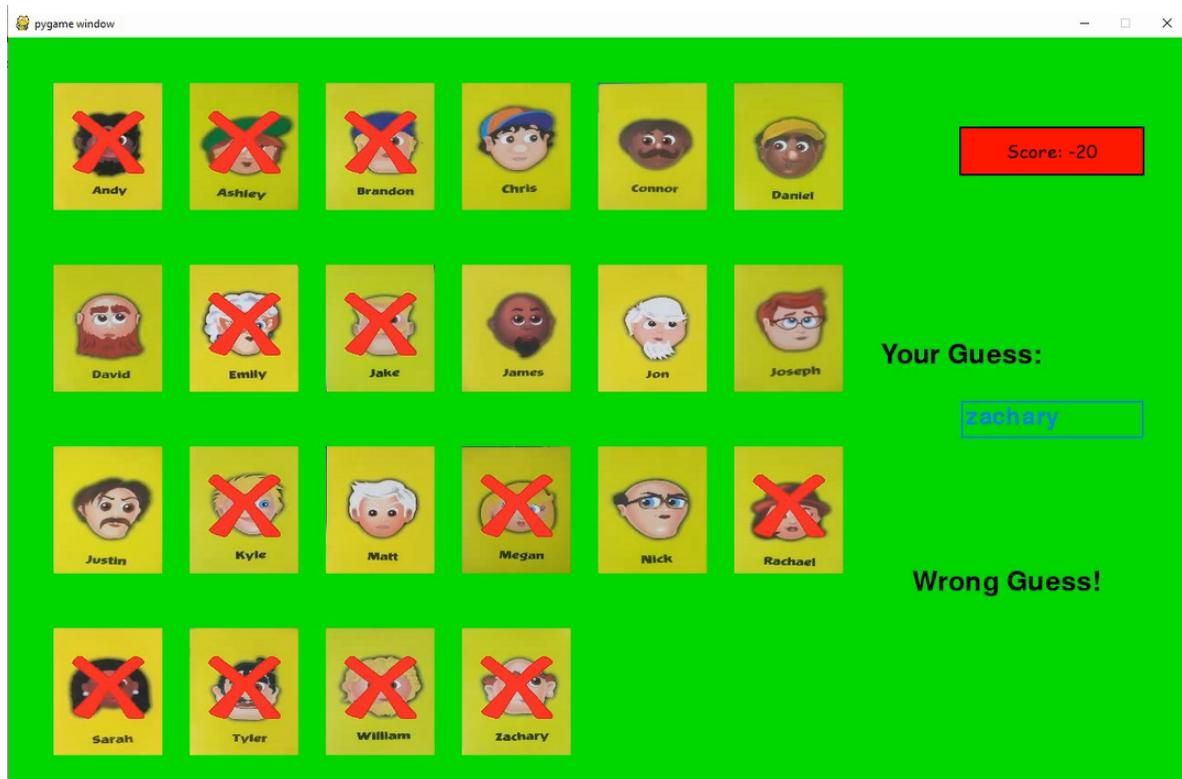
Option 3: Now, selected 'male' option and it says yes, so all females are crossed.



Now press the 'Guess' button to make an guess out of the characters left.



Write any name from the remaining characters in lower case. Press 'Enter'.

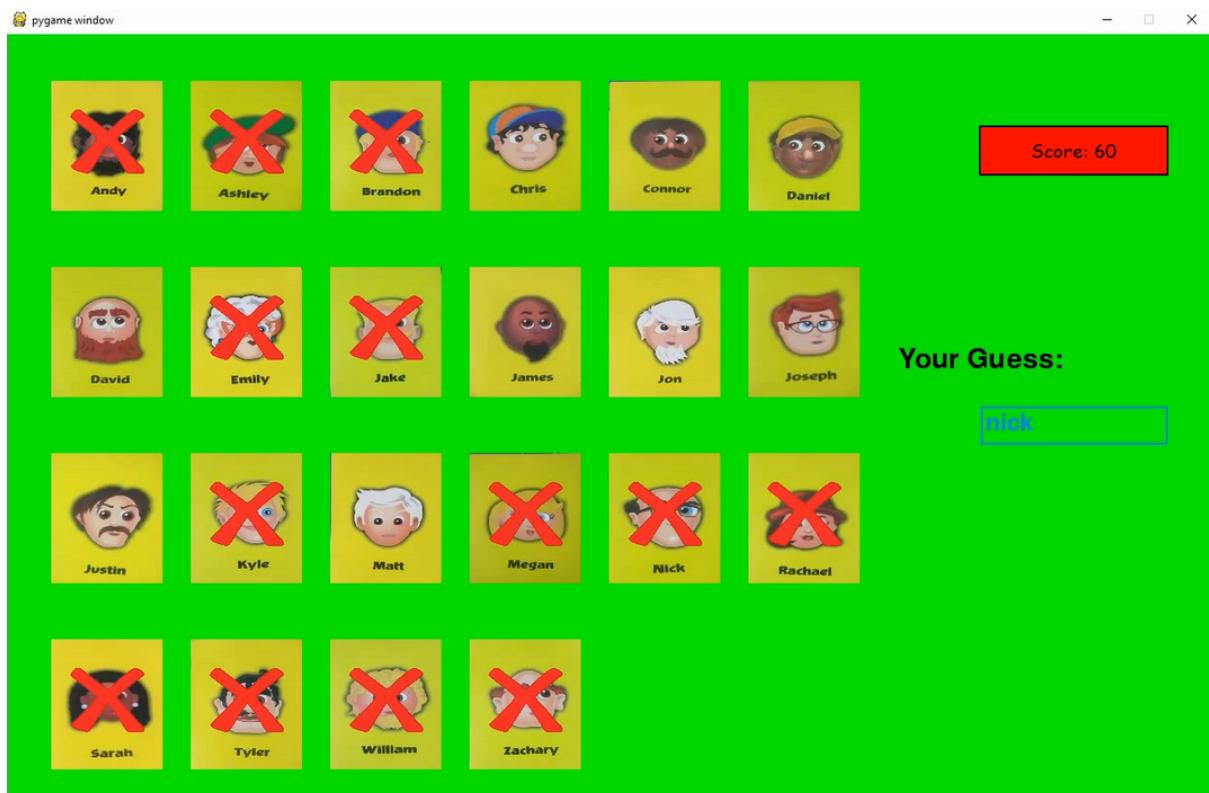


So, we entered 'zachary' and it said 'Wrong Guess!', so 'zachary' was crossed and your score(starts from 0 if new user) decreases by 20.

Guess 2



Now we guessed 'nick'. Press 'Enter'



It didn't come 'Wrong Guess!' so something is fishy??

Let's find out

Leaderboard

You Won

LEADERBOARD

<u>USERNAME</u>	<u>SCORE</u>
kipsta	500
admin	200
reo	100
user	100
Monty	50

This is the leaderboard which shows the top 5 usernames according to their scores. And on the upper right corner you can see “You Won”, means our guess was correct.

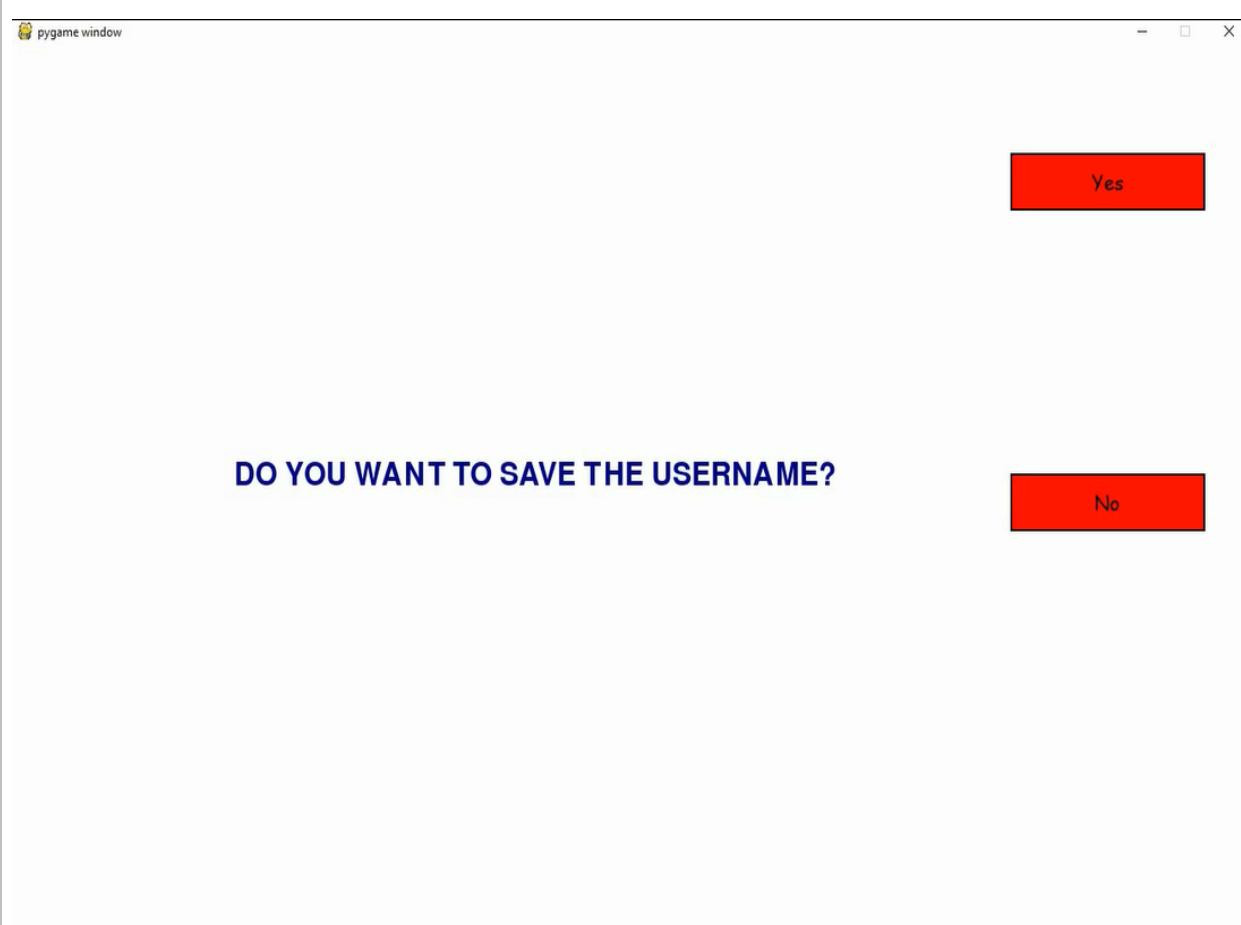
When you guess correct in less than the $((\text{number of characters left}) - 1)$ then your score gets increased by 100 points.

On this page, you have the option to choose whether you want to save your username or not.

If you press "Yes", the username will be saved and your score will be updated.

If you press "No", the username will be deleted from the database.

After you press any of the button,



Here, you have the choice to again play the game or exit, so you don't have to restart the program again and again.



THANK YOU